

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently Amended) An image processing apparatus comprising:

image processing means comprising:

prompt processing means for outputting a prompt which ~~indirectly teaches~~ provides training for a key operation corresponding to a special action of a displayed object of a game which special action was never before operable during the game,

said prompt relating to an action of the displayed object other than the special action and suggesting the key operation to ~~the~~ a player via output means, such that the special action becomes operable for ~~the~~ a first time in the game after a player key operation correctly matches the key operation corresponding to the special action suggested by the prompt, and

a determining means for determining whether the player key operation correctly matches the key operation corresponding to the special action suggested by the prompt and for generating a result of the determination.

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2. (Currently Amended) The image processing apparatus, according to claim 1, wherein said image processing means further comprises:

recognition means for recognizing the player key operation ~~operations by~~
~~said player; and~~

~~determining means for determining whether the key operations by the~~
~~player match the actions of a displayed object according to said prompt processing~~
~~means.~~

3. (Currently Amended) The image processing apparatus, according to Claim 2, further comprising repeat prompt processing means for outputting repeat prompts such as corrective advice, suggesting ~~corresponding to said key operation~~
~~corresponding to the special action~~ actions, to said output means in the case where there is no match in the result ~~results~~ of the determination by said determining means.

4. (Currently Amended) The image processing apparatus, according to any of Claims 1 through 3, wherein said image processing means ~~display~~ displays symbols for a plurality of keys to be operated on a sub-screen, according to the result ~~results~~ of the determination ~~of a match~~ by said determining means.

5. (Currently Amended) The image processing apparatus, according to Claim 4, wherein said sub-screen display is executed in the case when a match is not affirmed even when said result of the match ~~determination by said determining means~~ is generated ~~made for a plurality of times~~.

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6. (Currently Amended) The image processing apparatus, according to any of claims 1 [[2]] through 3, wherein, said key operations corresponding to a special action of a displayed object comprise ~~when a series of operations is necessary for the key operations to realize special actions by said displayed object, and~~ each of said operations in said series ~~these key operations~~ is output in [[a]] said prompt while being shown by an action ~~the actions~~ of the displayed object.

7. (Currently Amended) [An electronic game apparatus comprising the] The image processing apparatus according to any of claims 1 [[2]] through 3, wherein the image processing apparatus is configured as an electronic game apparatus.

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8. (Currently Amended) A video game storage medium [wherein is stored a] that stores program code for executing [the] an image processing [means according to any of claims 2 through 3] method, said medium comprising:

program code for recognizing a player key operation;

program code for outputting a prompt which provides training for a key operation corresponding to a special action of a displayed object of a game which special action was never before operable during the game, said prompt relating to an action of the displayed object other than the special action and suggesting the key operation to the player via output means, such that the special action becomes operable for a first time in the game after the player key operation correctly matches the key operation corresponding to the special action suggested by the prompt; and

program code for determining whether the player key operation correctly matches the key operation corresponding to the special action suggested by the prompt and for generating a result of the determination.

9. (Currently Amended) The image processing apparatus according to claim 6, wherein said image processing means displays ~~display~~ symbols for a plurality of keys to be operated on a sub-screen, according to the result ~~results~~ of the determination ~~of a match~~ by said determining means.

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10. (Currently Amended) The image processing apparatus according to claim ~~[[6]] 9~~, wherein ~~said image processing means display symbols for a plurality of keys to be operated on a sub-screen, according to the results of the determination of a match by said determining means, and further wherein said sub-screen display is executed in the case when a match is not affirmed even when said result of the match determination by said determining means is generated made for a plurality of times.~~

11. (Currently Amended) The image processing apparatus according to claim 7, wherein said image processing means displays ~~display~~ symbols for a plurality of keys to be operated on a sub-screen, according to the result ~~results~~ of the determination of a ~~match~~ by said determining means.

12. (Currently Amended) The image processing apparatus according to claim ~~[[7]] 11~~, wherein ~~said image processing means display symbols for a plurality of keys to be operated on a sub-screen, according to the results of the determination of a match by said determining means, and further wherein said sub-screen display is executed in the case when a match is not affirmed even when said result of the match determination by said determining means is generated made for a plurality of times.~~

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13. (Currently Amended) The video game storage medium of image-
processing apparatus according to claim 8, further comprising:

program code for displaying wherein said image processing means display
symbols for a plurality of keys to be operated on a sub-screen, according to the result
results of the determination of a match by said program code for determining means.

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14. (Currently Amended) The video game storage medium of image-
processing apparatus according to claim [[8]] 13 further comprising: [[,]]

wherein said image processing means display symbols for a plurality of keys to
be operated on a sub-screen, according to the results of the determination of a match-
by said determining means, and further wherein program code for displaying said
sub-screen display is executed in the case when a match is not affirmed even when
said result of the match determination by said program code for determining is
generated made for a plurality of times.

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15. (Currently Amended) An image processing method comprising:
outputting a prompt which [indirectly teaches] provides training for a key
operation corresponding to a special action of a displayed object of a game which
special action was never before operable during the game, said prompt relating to an
action of the displayed object other than the special action and suggesting the key
operation to a player, such that the special action becomes operable for a the first time
in the game after a player key operation correctly matches the key operation
corresponding to the special action suggested by the prompt; and
determining whether the player key operation correctly matches the key
operation corresponding to the special action suggested by the prompt.

16. (Canceled)

17. (Canceled)

18. (Canceled)

19. (Canceled)

20. (Canceled)

21. (Canceled).

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22. (Canceled)

23. (Canceled)

24. (Canceled)

25. (Not Entered)

26. (New) The video game storage medium of claim 8, further comprising program code for repeatedly outputting the prompt when the player key operation fails to match the key operation corresponding to the special action suggested by the prompt.

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